

DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME

Paladin 3

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+0

10

CONSTITUTION

+2

14

INTELLIGENCE

+0

11

WISDOM

+2

14

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +4 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +2 Survival (Wis)

*See your equipment.

SKILLS

19

ARMOR CLASS

+0

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+5

1d6 + 3 piercing

Longsword

+5

1d8 + 3 slashing

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal 2d8 radiant damage in addition to the weapon's damage. The damage increases by 1d8 if the target is an undead or a fiend.

Spell Slots. You have three 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare three spells to make them available for you to cast, choosing from the following list: *bless*, *command*, *cure wounds*, *detect magic*, *heroism*, and *shield of faith*. In addition, you always have two oath spells prepared: *protection from evil and good* and *sanctuary*.

ATTACKS & SPELLCASTING

Divine Sense. As an action, you can open your awareness to detect the presence of strong evil and powerful good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the name of a particular vampire, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated. You can use this feature three times. When you finish a long rest, you regain all expended uses.

Lay on Hands. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total of 15 hit points. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Spellcasting Ability. Charisma is your spellcasting ability for your paladin spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

Divine Health. The divine magic flowing through you makes you immune to disease.

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: *Turn Undead* or *Preserve Life*. Both effects require you use your action and present your holy symbol; you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

FEATURES & TRAITS

12

PASSIVE WISDOM (PERCEPTION)

Languages. Elvish, Common

Proficiencies. Athletics, dice set, heavy armor, Insight, Intimidation, light armor, martial weapons, medium armor, Persuasion, shields, simple weapons, vehicles (land)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

- Shield
- Chain Mail
- Longsword
- Javelin (5)
- Backpack
- Bedroll
- Common Clothes
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Amulet

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Human

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world.

Paladin

Whatever their origin and their mission, paladins are united by their paths to stand against the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train for years to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the sick and injured, to smite the wicked and the undead, and to protect the innocent and those who join them in the fight for justice.

Spellcasting. You have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 4 of the rulebook for general rules of spellcasting.

Sacred Oath. You have sworn an Oath of Devotion. This binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC (included).

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 12). If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Background

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

Military Rank. You have a rank from your career as a soldier. Soldiers loyal to your former military organization

still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 (or 6) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. The Spellcasting Advancement table shows how many spell slots you have to cast your spells of 1st level and higher.

SPELLCASTING ADVANCEMENT

Level	—Spell Slots per Spell Level—		
	1st	2nd	3rd
3rd	3	—	—
4th	3	—	—
5th	4	2	—

4TH LEVEL: 2,700 XP

Prepared Spells. The number of spells you can prepare increases to 5.

Divine Sense. You can use this feature four times before needing to rest and regain your uses.

Lay on Hands. The total number of hit points you can restore increases to 20.

Ability Score Improvement. Your Charisma increases to 16, which has the following effects:

- Your Charisma modifier becomes +3.
- Your spell saving throw DC increases to 13.
- Your bonus for your spell attacks increases to +5.
- Your modifier to Charisma saving throws increases by 1.
- Your modifier to Charisma-based skills increases by 1.

5TH LEVEL: 6,500 XP

Known Spells. Add the following 2nd-level paladin spells to the list of spells you can prepare: *aid* and *magic weapon*.

Lay on Hands. The total number of hit points you can restore increases to 25.

Divine Smite. The extra damage increases by 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Spells. You can now cast 2nd-level spells and gain one 1st-level spell slot and two 2nd-level spell slots. In addition to the spells you prepare, you always have two additional oath spells prepared: *lesser restoration* and *zone of truth*.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.